Extreme
ENTERTAINMENT GROUP

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Extreme
ENTERTAINMENT GROUP

SUPER SOLITAIRE™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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Nintendo

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Deal Yourself a Winning Hand

SUPER SOLITAIRE

Super Solitaire™ puts 12 exciting versions of solitaire at your fingertips. It's a solitaire bonanza with challenging games like Klondike, Pyramid, Aces Up, Scorpion, Golf . . . even Poker. And, if you missed a critical move and need a helping hand -- press a button and the computer will give you a hint. Then, when you think you're good enough, switch to Championship or Tournament Mode and play against the clock.

Win or lose, it's in the cards. So deal yourself in!

Starting the Game

1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

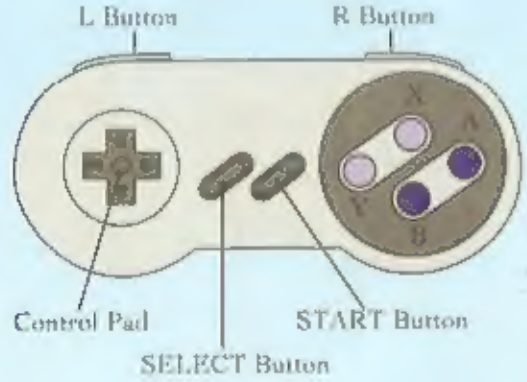
2. Insert the *Super Solitaire* Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot.

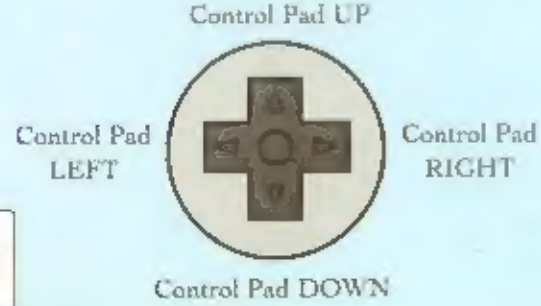
4. When the Title screen appears, press the START Button to begin play.

Names of Controller Parts

Super Solitaire works with either a Super NES Controller or a Super NES Mouse.



This manual refers to the following directions:



Game Control Summary

Controller

TO MOVE CURSOR:
Press the Control Pad UP, DOWN, RIGHT, LEFT.

TO BRING UP MENU:
Press the A Button.

TO PICK UP/PUT DOWN A CARD:
Press the B Button.

TO DESELECT A CARD; CLOSE MENU:
Press the Y Button.

TO RETURN CURSOR TO STOCK PILE:
Press the X Button.

TO RE-DO A MOVE; "NO" ON MESSAGE SCREENS:
Press the R Button.

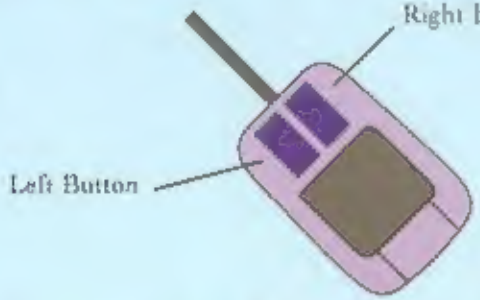
TO CALL UP THE HINT MENU IN GAME; "YES" ON MESSAGE SCREENS:
Press the L Button.

Controller Shortcuts

To automatically move a card to the Foundation Piles, or to remove a card from the Tableau:
Press the B Button on the controller.

Game Control Summary

Mouse



All the features that the Controller can do are available in the game menus.

TO PICK UP/PUT DOWN A CARD:
Position the cursor over the card and press the L Mouse Button. To put the card back down, move the cursor to the new location, and press the L Mouse Button again.

TO DESELECT A CARD THAT YOU'RE HOLDING:
Press the R Mouse Button, and the cursor will return to the Stock Pile.

TO SELECT ITEMS FROM THE MENU:
Use the L Mouse Button.

TO CLEAR THE TOURNAMENT LIST:
Press the R Mouse Button in Championship Tournament to start again.

Mouse Shortcuts

TO MOVE A CARD TO THE FOUNDATION PILE OR REMOVE A CARD FROM THE TABLEAU:
Position the cursor over the card and double-click the L Mouse Button.

Main Game Menu

To make a selection on the Main Game Menu, position the cursor over the icon of choice and press the B Button.

The following is the list of options to choose from:

1: GAME SELECTIONS
Here you can choose to play from 12 different solitaire games.

2: PLAY OPTIONS
Here you can play in five different language translations, adjust the cursor speed, and set the background music on stereo or mono.

3: PASSWORD ENTRY
Here you can enter your password to replay a hand you were previously dealt.

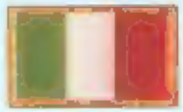
Play Options

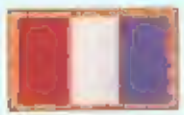
To make a selection under Play Options, move the cursor over the option you want to set and press the B Button. Press OK to return to Title screen with the current settings.
There are several game options you can set at the start of the game:

Language

Five language translations are available:

English

Italian 

French 

Spanish

German

Cursor Speed

Three game speeds are available:

Slow

Medium
(default setting)

Fast

Sound

Two sound settings are available:

Stereo

Mono

Password Screen

If you come across a game that you find difficult to complete, you can get the code for the game and load it up later. During a game, you can get the code by selecting CODE from the Game menu. The cards are redealt and play begins from the start.

To enter a code, position the cursor over a card and press the B Button. To change a card, press the Y Button to backspace.

After all the spaces in the code are filled correctly, the game will be loaded up automatically. If you entered the wrong code, an error message will come up and return you to the Title screen. If you want to return to the Title screen, select the X Card with your cursor and press the B Button.

Game Selections

The games available are:

Klondike

Free Cell

Golf

Cruel

Pyramid

Stonewall

Dozen's Matter

Aces Up

Florentine

Poker

Canfield

Scorpion

Tournament

To select a game, position the cursor over the icon of the game you want to play. Press the B Button to highlight that game. Then position the cursor over the OK icon on the bottom of the screen and press the B Button again. Alternatively, you can position the cursor over the icon and "double-click" the B Button.

To return to the Title screen, position the cursor over the EXIT icon on the screen and press the B Button.

To start a Tournament game, position the cursor over the TOURNAMENT icon (the trophy) and press the B Button. The Tournament Selection screen will then come up.

Game Menus

To use the menus in the game, move the cursor over the word MENU on the screen and press the B Button. Alternatively, press the A Button and the menu will pop up automatically, no matter where the cursor is on the screen.

Move the Control Pad UP and DOWN to move through the menu, and press the B Button to select an item. To deselect an item, press the Y Button, or position the cursor outside the menu and press B Button.

Game

REDEAL — Starts a new game with new cards.

START OVER — Starts the same game again.

UNDO — Takes back the last move.

ABANDON — Quits the game and returns to the Title screen.

CODE — Provides the code for the current game.

NEW GAME — Returns you to the Game Selection screen

NEXT GAME — (Tournament Only) — Starts next game in Tournament.

Help

HINT — Displays the available moves. The HINT option does not display moves where multiple cards can be moved to the same place — for instance, when all available cards can be moved to a blank column. Also, the HINT option will suggest a move but this may or may not be the "best" move.

OBJECT — States the object of the game.

MOVES — Describes how cards are moved in the game.

TERMS — Explains the terms used in the game.

Options

CARD BACKS — Changes the card backs used in the game.

AUTO MOVE — Sets whether cards are moved automatically into position or moved manually by the player.

BACKGROUND MUSIC — Lets you select from a variety of music tracks. Turns the music on and off.

SOUND EFFECTS — Sets the style of sound effects used in the game; they can also be turned off.

Variations
(Not available in all games)

DRAW — Sets the number of times the Stock Pile can be turned over.

FLIP — Sets the number of cards turned over from the Stock Pile.

DEAD KING — Used in Golf only — sets whether cards can be played on the King.

Game Rules, Variations and Scoring

Terms

Tableau
The area where cards are moved and repositioned during a game.

Foundation Piles
The piles where the cards are placed by suit and usually in ascending order.

Stock Pile
The pile of cards which is leftover after the Tableau has been dealt. These cards are turned over either 1 or 3 at a time.

Discard Pile
The cards that are turned over from the Stock Pile are placed in this pile. The top card of the pile is available to play.

Reserve
A group of cards which is set aside from the Tableau and Stock Pile. These can usually be used at anytime during the game.

Waste Pile
The cards which are removed from the Tableau and are not used again in play are placed in this pile.

The Games

[illegible] games [illegible] game [illegible] [illegible] [illegible]

An empty column can be filled with any card or a series of cards. Aces are placed in the Foundation Piles as soon as they appear. Once a card is moved to a Foundation Pile, it cannot be used again in the Tableau.

Play continues until all the cards are moved to the Foundation Piles or until no more cards can be moved in the Tableau.

SCORING

At the start of each game, 52 points are deducted from your score. You earn 5 points for each card you put in the Foundation Piles.

Golf

The object of the game is to move all the cards from the Tableau to the Discard Pile.

Cards are moved from the Tableau onto the Discard Pile either in descending or ascending order regardless of suit. The exceptions are: no card can be played on a King, and only a 2 may be placed on an Ace (this rule can be changed in the Variations menu).

When no cards can be played from the Tableau, the next card is turned over in the Stock Pile. Play continues until all the cards in the Tableau are moved to the Discard Pile or when all the cards in the Stock Pile have been turned over.

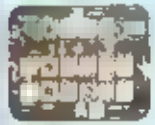
Variations

DEAD KING

This option sets whether or not cards can be played on Kings. In the standard rules, no card can be played on Kings. When you turn this option "off", cards can then be played on Kings.

SCORING

At the start of each game, 41 points are deducted from your score. You earn 5 points for each card you remove from the Tableau.



Cruel

The object of the game is to build up 4 Foundation Piles by suit from Ace to King in ascending order.

Cards are moved up from the card piles in the Tableau to the Foundation Piles by suit and in ascending order. Once a card is placed on a Foundation Pile, it cannot be moved again.

Cards can be moved within the Tableau by placing them on other cards of the same suit in descending order. As a card is moved from a pile, the card beneath it is revealed.

When no more cards can be moved in the Tableau, press the Deal button in the upper right and the cards are [illegible] cards. Card sequences are kept together when the cards are red[illegible]

[illegible] Piles or until no more cards can be moved in the Tableau

SCORING

[illegible]

Pyramid

The object of the game is to clear all the cards in the Tableau by matching up pairs of cards which add up to 13. Card combinations are as follows:

Ace+Queen	[illegible]
2+Jack	8+5
3+10	9+4
4+9	10+3
5+8	Jack+2
6+7	Queen+Ace
	King = 13

Pairs of cards are matched by selecting the 1st card and then [illegible] Aces are valued at 1 point, Jacks at 11 points, Queens at 12 points, and Kings at 13 points. Kings are removed individually.

[illegible] Stock Pile are turned over and used to match pairs of cards. If a card [illegible] the Discard Pile, both cards are placed in the Waste Pile.

[illegible] all the cards in the Stock Pile have been turned over.

Variations

FLIP

This sets the number of cards you turn over from the Stock [illegible]

DRAW

This sets the number of times you can [illegible] Stock Pile

SCORING

At the start of each game, 52 points are deducted from your score. You earn 5 points for each card placed in the Waste Pile.

Stonewall

[illegible] Piles by suit from Ace to King in ascending order

Cards in the Tableau are packed in descending order and alternating color. When a face down card is exposed, it is turned over. Cards can be moved individually or as complete sequences. An empty column can be filled with any card or sequence of cards.

Cards in the Reserve can be played at anytime on the Foundation Piles or the Tableau. Cards in the Foundation Piles cannot be moved.

Play continues until all the cards have been placed in the Foundation Piles or until no more cards can be moved in the Tableau.

SCORING

At the start of each game, 52 points are deducted from your score. You earn 5 points for each card you put up to the Foundation Piles.

Dozen't Matter

The object of the game is to build up each of the 12 Base Piles to the number of its corresponding position in the row. Example: build the 4 of clubs up to the 7 of clubs if it's in the 7th position.

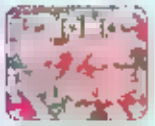
Cards are moved from the Tableau to the Base Piles [illegible] in ascending order. Once the clock position number is [illegible] the Base Pile is turned over.

Cards in the Tableau can be moved in descending order regardless of suit. Cards can only be moved one at a time.

Play continues until all the cards have been placed in the Base Piles or until no more cards can be moved in the Tableau.

SCORING

At the start of each game, 40 points are deducted from your score. You earn 5 points for each card you place on the Base Piles.



Aces Up

The object of the game is to deal 4 cards at a time from the Stock Pile, eliminating cards of lower rank so that the player ends up with all 4 Aces alone.

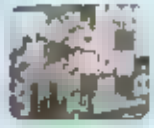
Four cards are dealt in a row at the start. Cards of the same suit [illegible] Waste Pile. Four cards are dealt again and as many cards as possible [illegible]

Blank columns are filled with any card from the Tableau to allow for cards beneath to be exposed.

Play continues until all 4 Aces are alone on the Tableau, or until no [illegible]

SCORING

At the start of each game, 32 points are deducted from your score. You earn 5 points for each card you remove from the Tableau.



Florentine

The object of the game is to build up the 4 corner Foundation Piles by suit in ascending order. The Foundation Pile in the top left corner is started [illegible] and [illegible] Piles must start with the same rank as the top left Foundation Pile.

The Tableau, the 4 cards which make up a "cross", is packed descending order regardless of suit. The Foundation Piles are built by suit in ascending order. The cards wrap from Ace to King in the Tableau and Foundation Piles.

Cards from the Stock Pile are turned over and either played on a Foundation or Tableau Pile, an empty Reserve space, or it can be placed in the Discard Pile. As the other Foundation cards appear, place them in the remaining 3 corners. Once cards are placed in the Foundation Piles, they cannot be moved.

The center card is the Reserve Card and cannot be built upon. However, it may be moved to either the Foundation Piles or to another pile in the Tableau.

Variations

DRAW

This sets the number of times you can go through the Stock Pile

SCORING

At the start of each game, 52 points are deducted from your score. You earn 5 points for each card you put up to the Foundation Piles.

Canfield

The object of the game is to build up 4 Foundation Piles by suit in ascending order. The first Foundation Pile is started already, and all other Foundation Piles must start with the same rank as the first Foundation Pile. Game variations include: starting with all Foundation cards in place and selecting the Foundation card from the first 4 cards dealt in the Tableau. Cards in the Tableau are packed in descending order and alternating color. Cards wrap from Ace to King in the Tableau and Foundation Piles. Cards can be moved individually or as complete sequences.

The Reserve Pile is made up of 13 cards dealt at the start of the game. The top card is turned over and must be played when possible. When cards from the Reserve or Tableau cannot be used, the Stock Pile is turned over. Cards from the Reserve and Stock [illegible] Piles. Once cards are placed in the Foundation Piles, [illegible]

Play continues until all Foundation Piles are built up or until no cards can be used from the Tableau or Stock and Reserve Piles.

Variations

FLIP

This sets the number of cards you turn over from the Stock Pile.

DRAW

This sets the number of times you can go through the Stock Pile.

SCORING

At the start of each game, 52 points are deducted from your score. You earn [illegible] points for [illegible]

Scorpion

The object of the game is to arrange all the cards in the Tableau into 4 columns arranged by suit and in descending order, King to Ace.

The exposed cards at the bottom of a column may have cards of the same suit and next lowest in rank placed upon it. No card can be placed on top of an Ace. All cards on top of the card being moved get moved along with it.

For example, if there is an exposed 7 of clubs at the bottom of a column and there is a 6 of clubs in another column, the 6 can be placed on top of the 7 with all cards on top of the 6 moving with it.

As face down cards are exposed, they're turned over automatically. An empty column can only be filled with a King or a sequence of cards starting with a King.

Although the 3 Reserve cards can be dealt at anytime, they are usually used when no other cards on the Tableau can be moved.

Play continues until all 4 suits are completed or until no cards can be moved in the Tableau and the Reserve has been dealt.

SCORING

At the start of each game, 52 points are deducted from your score. You earn 5 points for each card you put in order.

Poker

The object of the game is to make up 5 Poker hands and to achieve the highest score possible with the cards provided.

Cards are turned over from the Stock Pile and placed in the 5 rows provided. Each row is a separate hand. Once a card is placed in a row, it cannot be moved again.

At the end of the game, the hands are scored individually and the total is displayed.

SCORING

Each row is a Poker hand and is scored individually. The combinations of cards are scored as below:

Royal Flush	100	A, K, Q, J, 10 — all in the same suit
Straight Flush	75	Any 5 cards in sequence — all in the same suit
4 of a kind	50	4 cards of the same value
Full House	25	Pair + 3 of a kind
Flush	20	All 5 cards of the same suit
Straight	15	Any 5 cards in sequence
3 of a kind	10	3 cards of the same value
2 pair	5	2 sets of pairs
1 pair	2	2 cards of the same value

Tournament

To start a Tournament game, select the TOURNAMENT icon on the Game Selection screen. The games in Tournament are timed so you only have a certain amount of time to complete the game before going on to the next one. If you finish a game before the time runs out, you can select NEW GAME from the Game menu. If you run out of time, the next game will start automatically.

There are three kinds of Tournaments:

Standard

Play through all twelve solitaire games. Try to beat the clock.

Championship

Like the Standard Tournament, you play through all the games once. But each of the games has been pre-selected so that you always play the same games. This way you can tell how good you're doing —the better you get, the better your score will be.

Custom

You can select the games you want to play and the order in which you play them. You can choose from 2 to 12 games.

To choose the Tournament you want to play, position the cursor over the icon, and press the B Button, and then press OK.

To select the games for a Custom Tournament, position the cursor over the game title in the LEFT column and press the B Button. The game title will then appear in the column on the RIGHT. To remove a game title from the list, position the cursor over the name in the RIGHT column and press the B Button. To clear all the names from the list, press the Y Button.

Credits

Programmer:	Andrew Bailey
Artists:	Mark Maynard Steve French Gustaf Bjorksten
Music & Sound Effects:	Marshall Parker
Producer:	Ann Davie

90-DAY LIMITED WARRANTY

Extreme Entertainment Group, Inc. warrants to the original consumer purchaser that the Game Pak (PAK) provided with this manual will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If a defect covered by this warranty occurs during this 90-day warranty period, Extreme Entertainment Group, Inc. will repair or replace the defective Game Pak at its option, free of charge.

This Warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service:

1. Notify the Extreme Entertainment Group, Inc. Consumer Service Department at (415) 525-3000.

2. Our Consumer Service Department is in operation from 9:00 a.m. until 5:00 p.m. (Pacific time), Monday through Friday.

3. If Extreme Entertainment Group, Inc. is unable to solve the problem by phone, we will provide you with instructions on returning your defective Game Pak to us.

4. The cost of returning the Game Pak to our Service Department shall be paid by the purchaser.

WARRANTY LIMITATIONS

The provisions of this warranty are valid in the United States only. Any applicable implied warranties, including the warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. Extreme Entertainment Group, Inc. shall not be liable for incidental and/or consequential damages resulting from the breach of any express or implied warranties. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

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